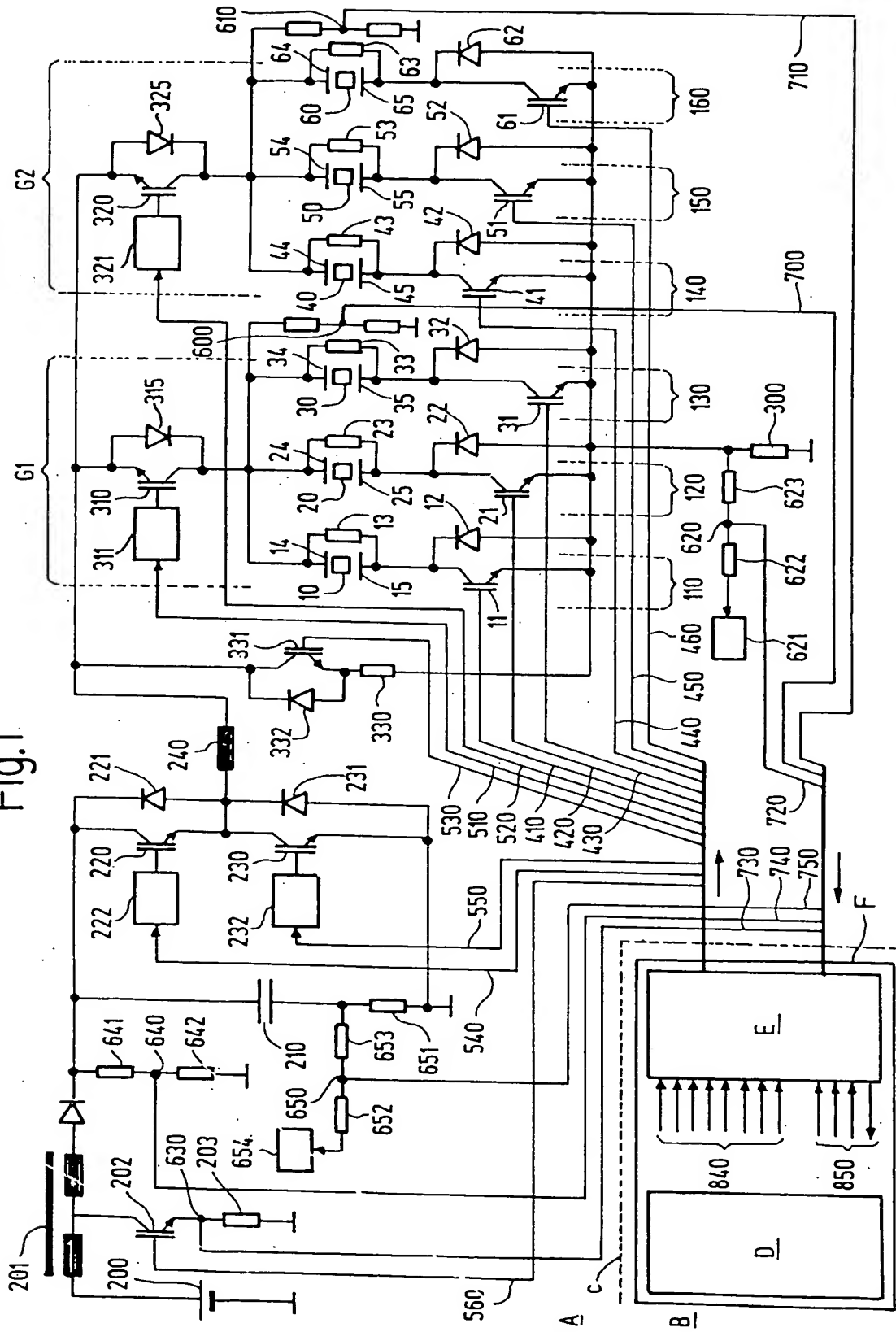
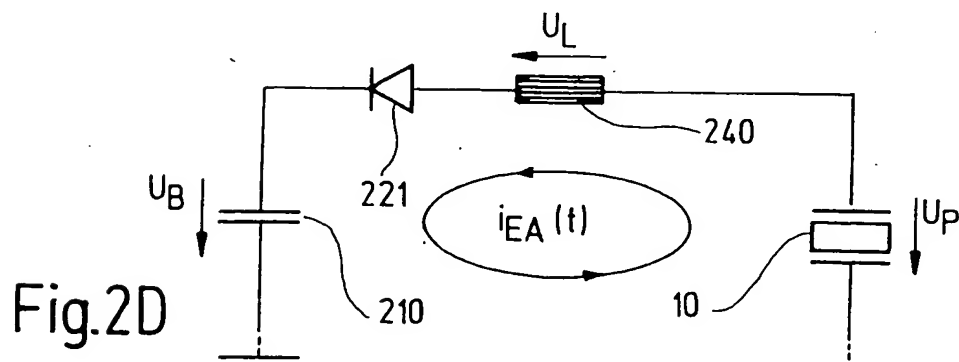
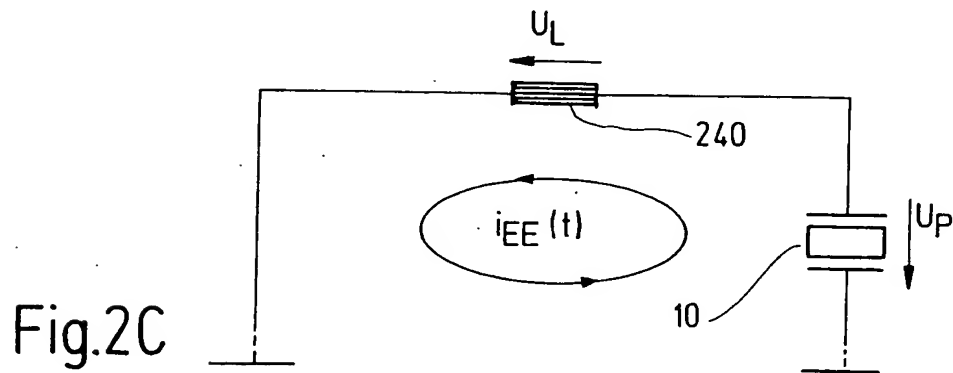
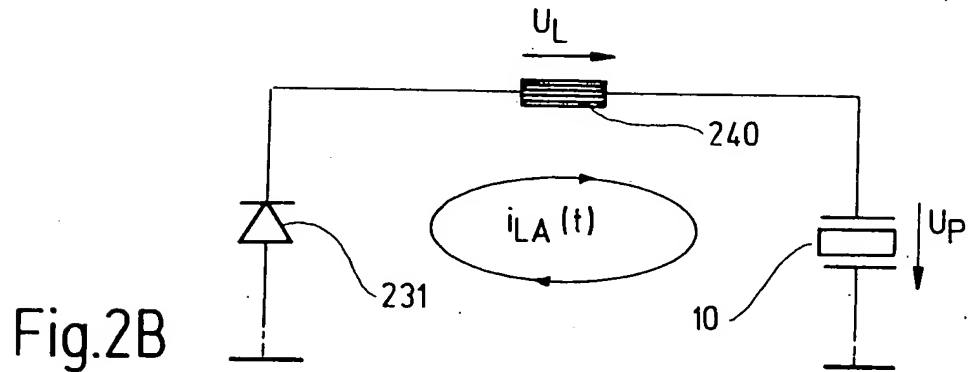
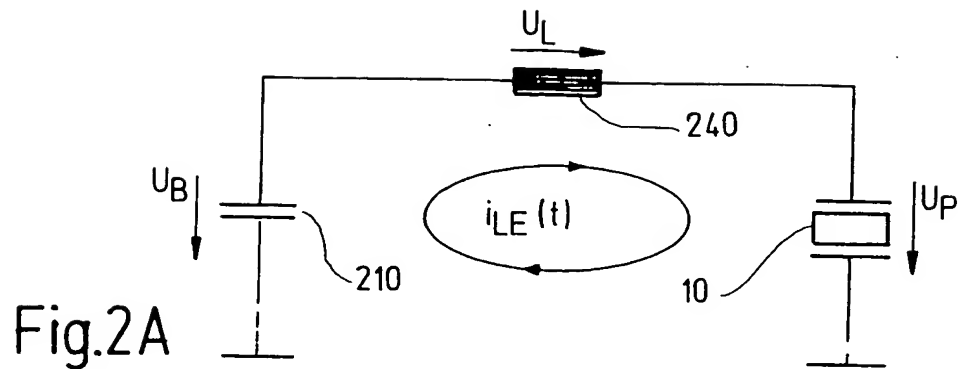


Fig. 1





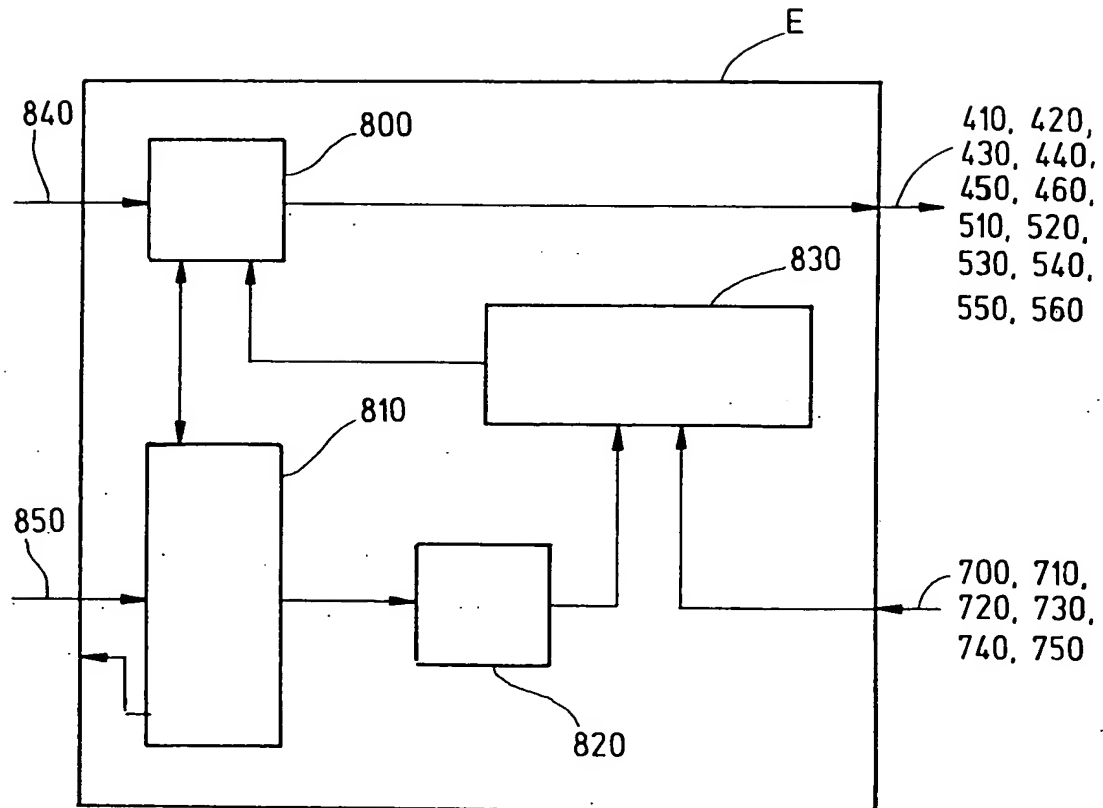


Fig.3

Time sequence of interrupts (existing art)

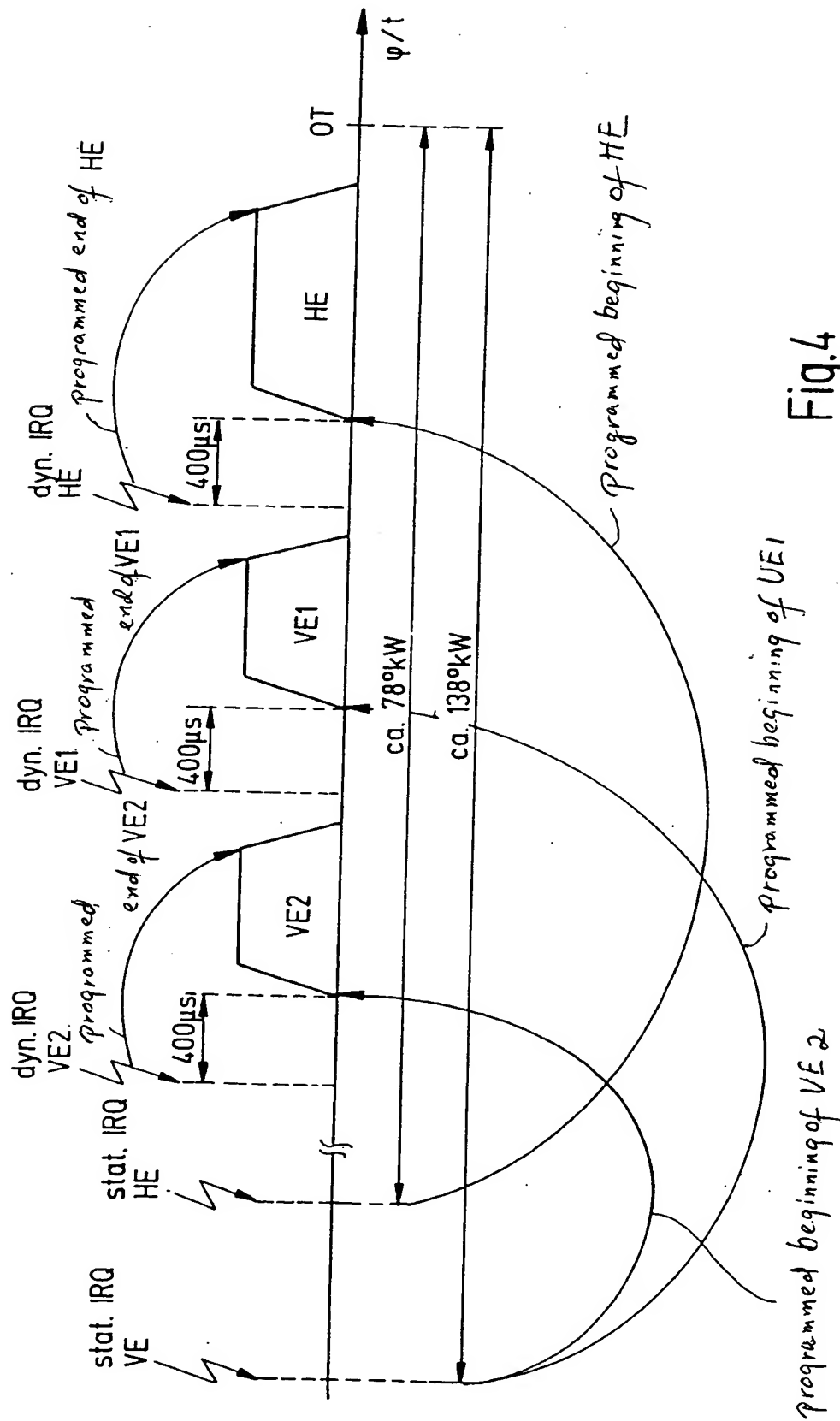
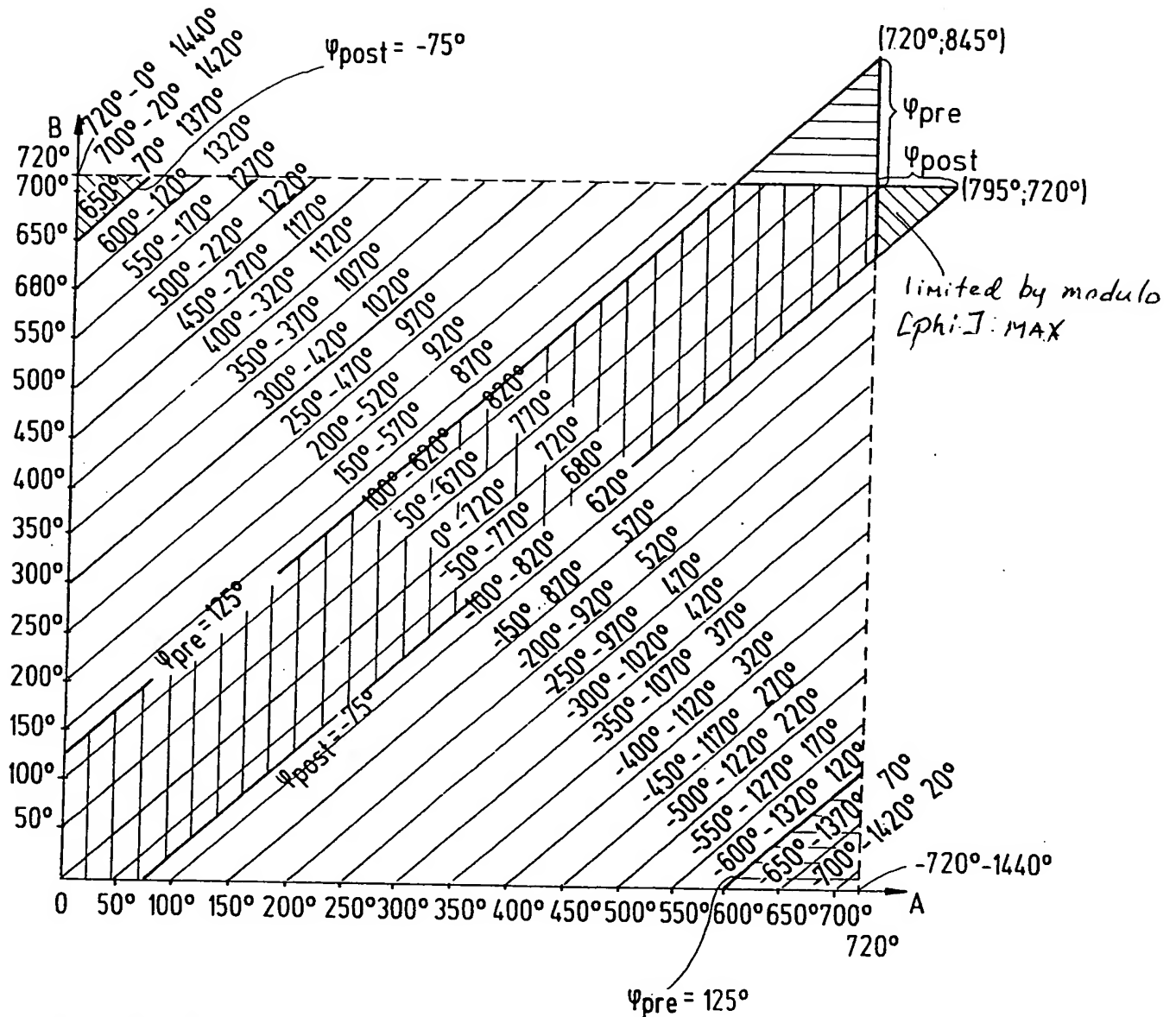


Fig. 4

Collision regions between edge pairs
in angular range



$$t_k = B - A$$

$$t_k = B - A - \psi_{\max}$$

$$t_k = B - A + \psi_{\max}$$

$$\text{Ex.: } \psi_{\text{post}} = 75^\circ$$

$$\psi_{\text{pre}} = 125^\circ$$

$$\psi_{\max} = 720^\circ$$

Collision for:

$$-\psi_{\text{post}} \leq t_k \leq \psi_{\text{pre}}$$

$$t_k \geq -\psi_{\text{post}}$$

$$t_k \leq \psi_{\text{pre}}$$

Fig.5

Shifting a low-priority edge later (calculation)

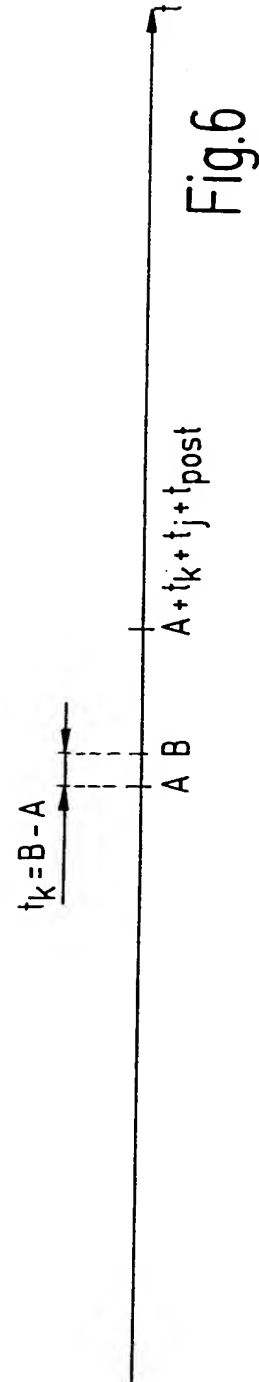
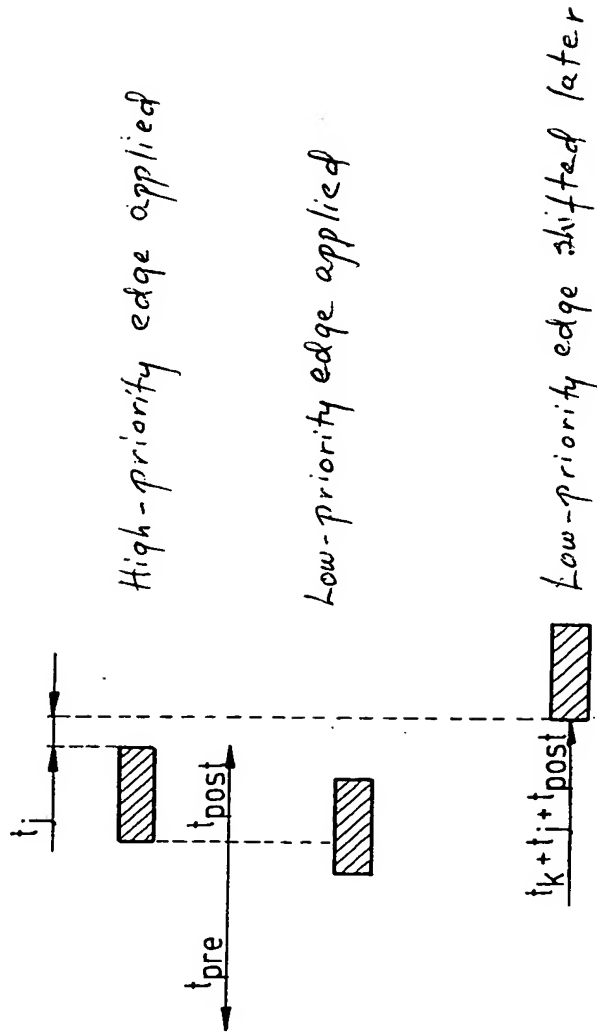
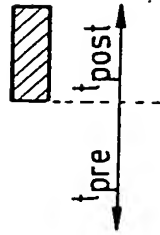


Fig.6

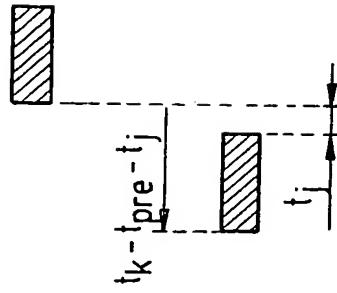
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Shortening of a low-priority triggering action (calculation)

High-priority edge applied



Low-priority edge applied



Low-priority ending edge shifted earlier for shortening

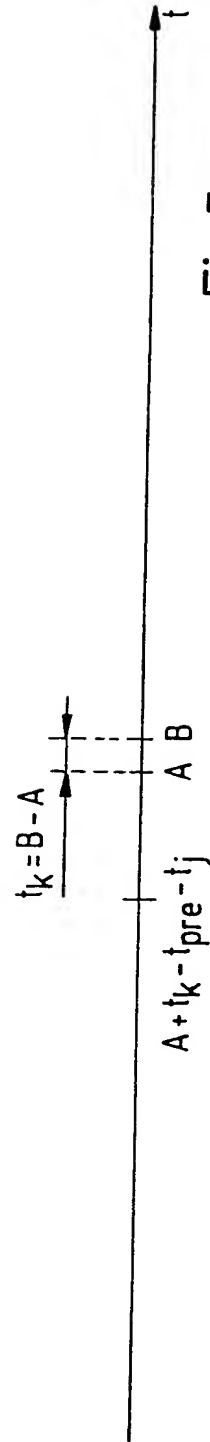


Fig.7